

PROPOSED AMENDMENTS

Claims 1-20 (canceled)

Claim 21 (currently amended): A method for using a plurality of inflatable life-sized humanoid figures for simulating a stadium or auditorium crowd of real people seated in stadium or auditorium style seating and viewing a particular event in a foreground scene, the simulated stadium or auditorium crowd of real people for use in a background scene associated with a visual recording media production comprising:

- a. providing said plurality of inflatable life-sized humanoid figures to said background scene,
- b. inflating said plurality of inflatable life-sized humanoid figures at said background scene,
- c. placing said inflated plurality of inflatable life-sized humanoid figures in the stadium or auditorium style seating in said background scene, and
- d. situating said inflated plurality of inflatable life-sized humanoid figures such that said inflated plurality of inflatable life-sized humanoid figures simulates said stadium or auditorium crowd of real people when visually recorded in a manner that does not capture a sharp image of the inflatable humanoid figures as compared to the foreground scene.

Claim 22 (previously presented): The method according to claim 21 further including at least one live actor or extra visible in said background scene.

Claim 23 (previously presented): The method according to claim 21 further including adding wardrobe to said plurality of inflatable life-sized humanoid figures.

Claim 24 (previously presented): The method according to claim 21 further including adding accoutrements to said plurality of inflatable life-sized humanoid figures.

Claim 25 (previously presented): The method according to claim 21 further including adding make-up to said plurality of inflatable life-sized humanoid figures.

Claim 26 (previously presented): The method according to claim 21 wherein said plurality of inflatable life-sized humanoid figures are in a standing position.

Claim 27 (previously presented): The method according to claim 21 wherein said plurality of inflatable life-sized humanoid figures are in a seated position.

Claim 28 (previously presented): The method according to claim 27 wherein a seat associated with said seated position includes a park bench, stadium style seating or auditorium style seating.

Claim 29 (previously presented): The method according to claim 21 wherein said plurality of inflatable life-sized humanoid figures is comprised of at least one upper torso figure.

Claim 30 (previously presented): The method according to claim 21 wherein said plurality of inflatable life-sized humanoid figures is comprised of at least one lower torso figure.

Claim 31 (previously presented): The method according to claim 21 wherein said plurality of inflatable life-sized humanoid figures is comprised of at least one complete body figure.

Claim 32 (previously presented): The method according to claim 21 further including means for anchoring said plurality of inflatable life-sized humanoid figures.

Claim 33 (previously presented): The method according to claim 21 further including means for removing excess humanoid figures from said plurality of inflatable life-sized humanoid figures.

Claim 34 (previously presented): The method according to claim 21 wherein said visual recording media production includes a visual recording of a corporate training session, a lecture, a video media production, television program, a motion picture, still photography, advertising, corporate convention or cinematographic production.

Claim 35 (previously presented): The method according to claim 21 wherein said plurality of life-sized humanoid figures are unconnected to each other.

Claim 36 (previously presented): The method according to claim 21 wherein at least a portion of said plurality of inflatable life-sized humanoid figures are contiguously connected.

Claims 37-40 (canceled)

Claim 41 (currently amended): A method for enabling a simulation of a stadium or auditorium crowd of real people seated in stadium or auditorium style seating and viewing a particular event in a foreground scene, the simulated stadium or auditorium crowd of real people for use in a background scene to be recorded in a visual recording media production, comprising:

preparing a plurality of inflatable life-sized humanoid figures with features that represent a general shape of a portion of a real humanoid so that the humanoid figures can be placed in the stadium or auditorium style seating; and

providing the plurality of inflatable life-sized humanoid figures to the visual recording media production so that the plurality of inflatable life-sized humanoid figures can be inflated and placed in close proximity to each other in the ~~background scene~~ stadium or auditorium style seating and visually recorded as part of the background scene in a manner that does not capture a ~~clear~~ sharp image of the inflatable life-sized humanoid figures as compared to the foreground scene.

Claim 42 (previously presented): The method as recited in claim 41, wherein each inflatable life-sized humanoid figure simulates an upper portion of a real humanoid.

Claim 43 (previously presented): The method as recited in claim 41, wherein each inflatable life-sized humanoid figure simulates an entire real humanoid.

Claim 44 (currently amended): A method for simulating a stadium or auditorium crowd of real people seated in stadium or auditorium style seating and viewing a particular event in a foreground scene, the simulated stadium or auditorium crowd of real people for use in a background scene to be recorded in a visual recording media production, comprising:

inflating a plurality of inflatable life-sized humanoid figures having features that represent a general shape of a portion of a real humanoid so that the humanoid figures can be placed in the stadium or auditorium style seating; and

situating the inflated plurality of inflatable life-sized humanoid figures in the background scene in close proximity to each other in the stadium or auditorium style seating such that the inflated plurality of inflatable life-sized humanoid figures simulates a stadium or auditorium crowd of real people when the background scene is visually recorded in a manner that does not capture a clear sharp image of the inflated plurality of inflatable life-sized humanoid figures as compared to the foreground scene.

Claim 45 (previously presented): The method as recited in claim 44, wherein the features further represent general facial features of a real humanoid.

Claim 46 (previously presented): The method as recited in claim 44, wherein the features further represent general apparel features of a real humanoid.

Claim 47 (previously presented): The method as recited in claim 44, further comprising the step of applying facial or apparel features to the inflated plurality of inflatable life-sized humanoid figures.

Claim 48 (previously presented): The method as recited in claim 44, further comprising the step of performing the visual recording by focusing in front or in back of the plurality of inflatable life-sized humanoid figures so that the plurality of inflatable life-sized humanoid figures are out of focus.